

ABSTRACT

Toys and consumer products may be configured to provide one or more perceivable output modalities/conditions that may be sensed by a human (e.g., light and/or sound), in response to one or more monitored (input) conditions, to facilitate some
5 form of interactivity between the toy/product and one or more users/observers of the toy/product. In one example, a toy/product is configured with one or more light emitting diodes (LEDs) that are controlled to provide one or more colors and/or patterns of light as a function of a sensed condition relating to motion and/or impact of the toy/product (e.g., velocity, acceleration, centrifugal force, impact or other measured
10 response). More generally, a toy/product can be thrown, rotated, made to whirl or otherwise move, touched or otherwise impacted, and the toy/product can be configured to react as a function of velocity, acceleration, centrifugal force, impact or other measured response by producing one or more perceivable conditions.